

FLABBERGAST COMP v1.4

This edition is NOT used for TOK Team Tournament

7th Edition. v1.5

General Rules:

- o Maximum 1 of any army list entry outside of Troops.
- o Maximum of 3 duplicate army list entries from Troops if more than 1 entry is available.
- o Maximum 3 of any one type of dedicated Transport; i.e. 3 Rhinos, 3 Trukks, etc (see further restrictions on flyers and AV14).
- o Maximum 7 Vehicle/MC units, count each Vehicle in a squadron with a front armour value of 11 or more and each MC.
- o Maximum 4 Vehicle/FMC units with Jink (Do NOT count vehicles with a front armour value of 10 and FMC with 4+ armour save)
- o Maximum 6 Dedicated Transports in total.
- o Maximum 3 Dedicated Transports for Troops
- o Maximum 1 Land Raider of any type.
- o Maximum 1 Flyer or FMC.
- o Maximum 1 multi-wound independent character that may move more than 6" on its own in the movement phase.
- o Maximum of 2 vehicles with AV14 on any facing may be taken.
- o Maximum of 5 models can be purchased for any unit that has a 2+ save (i.e 5 Terminators, 5 Mega Nobz, etc). n.b. this does not include any attached independent characters.
- o If a character 'unlocks' an army list entry to become Troops (i.e. Belial and Deathwing Terminators) then no more than 2 of said entry may be taken as Troops.
- o If vehicles may be taken as a squadron then no more than 2 vehicles may be taken per squadron.
- o No 2+ save if able to turbo boost, flatout or has a cavalry.
- o Maximum 5 Special or Combi-Weapons in one unit.

• Psykers

- o Maximum 10 Warpcharges can be used in your pool (including the d6)
- o Summoned units from Maelific Daemonology are always worth 1 extra VP if destroyed, if the active mission is Kill points each unit will be worth 2 VP.
- o You may only summon one unit per turn.
- o Invisibility. Replace current spell with: Blessing, rng 24" Units targeting a unit with invisibility suffers -2 to WS and BS. Warp Charge 2

• **Fortifications**

- o No fortifications may be taken although you may include a single Quad-gun for 50 points or a single Icarus Lascannon for 35 points. Not both.

• **General Banned List:**

- o 2+ save with reroll is instead 2+ followed by a 4+ save.
- o Lords of War

• **Allies:**

- o All Battle Brothers allies now become Allies of Convenience.
- o The following units cannot be used as allies:
 - o Tigurius
 - o Eldrad
 - o Coteaz
 - o Night Scythes
 - o Land Raiders
 - o Centurions

Codex Specific Rules

• **Adepta Sororitas**

- o Maximum 3 Ministorium Priests.

• **Astra Militarum**

- o Maximum 1 Wyvern
- o Maximum 1 Leman Russ Punisher
- o Maximum 7 Barrage weapons.
- o Maximum 30 Infantry squad Guards and 30 Conscripts in a Single Platoon.
- If there is Ministorium, Priest or Commisar, including Yarrik in the army.
- o Maximum 100 models of Conscripts or Infantry Squad Guards.

- o Maximum 3 Heavy Weapon squads and/or Special Weapon squads in any single Platoon.
- o Maximum 1 Commisar or Lord Commisar, including Yarrik
- o Maximum 2 Ministorium Priests.

- **Black Legion**

- o Same restrictions as Chaos Space Marines

- **Blood Angels**

- o Maximum 2 Priests/Corbulo.
- o No Corbulo if Terminators present in army.
- o No Stormraven
- o Maximum 6 Death Company if Land Raider present in army.
- o Maximum 3 Assault and Tactical Squads in total.
- o Maximum 15 models from Devastator and Sternguard Veterans.
- o Maximum 35 Objective Secured wounds with 3+ armour save

- **Chaos Daemons**

- o No Grimoire of True Names.
- o Maximum 50 Beasts, Cavalry and/or Jetbike wounds across the army, including characters.
- o Maximum 6 Plague Drones, Herald with FNP count as 1.
- o Maximum 1 Herald of each god
- o Maximum 3 Walking Monstrous Creatures, including Soulgrinders.

- **Chaos Space Marines**

- o No Helldrakes with Bale Flamer.
- o Daemon Princes may not take Black Mace or Axe of Blind Fury.
- o If a character is riding a Juggernaut they may not take Axe of Blind Fury.
- o Maximum 40 Plague Zombies.
- o Maximum 5 spawns in a unit. Each character that may join them and can move 12" in the movement phase count as 1.

- **Clan Raukan**

- o Same restrictions as Space Marines

- **Crimson Slaughter**

- o Same restrictions as Chaos Space Marines

- o Maximum 1 Relic

- **Dark Angels**

- o Azrael only locks up 2 troop choices for bikes and terminators.
- o No Standard of Devastation or Fortitude.
- o Maximum 1 Ravenwing Grenade Launcher per army.
- o Maximum 10 Blackknights/Ravenwingcommand squad models in army
- o If Darkshroud is present then a maximum of 7 Black Knights across entire army (Fast Attack and Ravenwing Command Squad, Apothecary count as 2).
- o Maximum 2 Tactical Squads.
- o Maximum 35 Objective Secured wounds with 3+ armour save

- **Dark Eldar**

- o Maximum 1 Shadowfield

- **Eldar**

- o Maximum 2 Warlocks on Jetbikes
- o Maximum 1 dedicated troop Wave Serpent
- o Maximum 2 Wave Serpents in army
- o Wave Serpents may not take Scatter Lasers.
- o Maximum 2 Units of Windrider Jetbikes.
- o Cannot take both a Mantel of the Laughing God, Phoenix Gem and/or Eldar Jetbike on the same model.
- o Maximum 2 shadow weavers
- o Maximum 7 Warp Spiders

- **Farsight Enclave**

- o Same restrictions as Tau
- o Maximum two units of troop suits.
- o O'vesa is banned

- **Grey Knights**

- o Draigo is allowed
- o No Stormraven
- o Maximum 35 Objective Secured wounds with 3+ armour save
- o Maximum 2 units of Grey Knight Terminators

- **Inquisition**

- o No restrictions

- **Iyanden**

- o Same restrictions as Eldar

- **Militarum Tempestus**

- o Same restrictions as Astra Militarum

- **Necrons**

- o Immotek, Obyron, Nemesor, Trazyen, Anrakyr and Orikan count as Necron Overlords for Highlander
- o No Mindshackle Scarabs
- o May take either Destroyer Lord OR Wraiths, not both.
- o Maximum combined total of 18 wounds from all Tomb Spyder and Scarab units.
- o No Night Scythe if Abyssal Staff or Voltaic Stave in army.
- o Max 4 vehicles with living metal, Night Scythes, Command Barges and Annihilation Barges count as 2.
- o Max 2 Ghost Arcs

- **Orks**

- o Ghazkull is allowed
- o Maximum 120 of the following models in total across the army: Ork Boyz, Stormboyz and/or Lootas.
- o Kustom Force Field counts as 10 models for the above limit
- o Thinkin Cap counts as 20 models for the above limit.
- o Maximum 3 Buggies in a unit
- o Maximum 3 Killa Kans in a unit
- o Maximum 3 Big Gunz in a unit

- **Sentinels of Terra**

- o Same restrictions as Space Marines

- **Space Marines**

- o Lysander and Marneus Calgar count as Chaptermaster for highlander.
- o No Stormraven
- o Maximum 2 Grav weapons in a Centurion unit. Each independent

character in the army with 2+ save, and more than one wound, counts as a Grav weapon for this restriction.

- o Maximum 2 Tactical Squads
- o Maximum 5 Grav weapons in army
- o Maximum 15 models on bikes in a white scar army
- o Maximum 15 models from Devastator, Sternguard Veterans and Legion of the Damned units.
- o Maximum 35 Objective Secured wounds with 3+ armour.

• **Space Wolves**

- o Logan is allowed
- o No Stormwolf or Stormfang
- o Maximum 35 Objective Secured wounds with 3+ armour.

• **Tau**

- o Farsight and Shadowsun count as a Commander for highlander.
- o Aun'va and Aun'Shi count as an Ethereal for highlander
- o Maximum 2 High Yield Missile Systems.
- o Maximum 8 Wounds in a Broadside unit.
- o Maximum 4 Smart Missile Systems
- o Maximum 6 Markerlights. (Maximum 4 Markerlights that hits on 2+)
- o May take Farsight OR Shadowsun, not both.
- o Maximum 2 Units of Fire Warriors if Ethereal is present.
- o Maximum 40 Kroots, Fire Warrior and/or sniper Drones in the army if Ethereal is present.
- o May only take 1 of the following in the army: Puretide Engram Neurochip, Command and Control Node, Multispectrum Sensor Suite.
- o Tau Commander may take either Iridium Armour or Vectored Retro Thrusters. Not both.

- **Tyrannids**

- o Maximum 24 T6 Wounds on models with the Monstrous Creature type in total across the army.
- o Maximum 140 models in army.
- o Units of Monstrous creatures have a maximum size of two models.
- o Tervigon counts as 15 models for the above limit.
- o Venomthropes counts as 10 models for the above limit and 2 T6 wounds for the army.
- o May take 2 FMC.
- o May only take Hive Crone OR Hive Tyrant with Wings.